I claim

1. A method for automatically forwarding and replying short message comprises following steps:

a local user joining a message chat room;

examining whether the user presses a key for forwarding a message ? if true, providing structuralized, modularized and hierarchy message menu to the user, else the local user waiting for a plurality of pre-established reply messages provided by a server or a remote cellulous phone and the local user pressing a send key after selecting a replay message.

2. The method for automatically forwarding and replying short message as in claim 1, wherein the message chat room comprises following operation window:

a first window displaying the message sent by a remote user;

a second window displaying the message sent by the local user; and

a third window displaying the reply messages and a plurality operation keys.

3. The method for automatically forwarding and replying short message as in claim 1, wherein the message has a packet format comprising a user define length (UDL), a user define head length (UDHL), a plurality of information element identifier (IEI), a plurality of information element identifier data length (IEIDL), and a plurality of information element data (IED).

4. The method for automatically forwarding and replying short message as in claim 3, wherein the information element data (IED) contain an IED 21 indicating a forward message in the message chat room and an IED 22

7

indicating a reply message in the message chat room.

5. The method for automatically forwarding and replying short message as in claim 4, wherein in the IED21 data, the first four bit of the first byte are defined as code of a first layer menu in the forward message, and the last four bit of the first byte are defined as code of a second layer menu in the forward message; the second byte to the n-th byte are used to store string, graph, ring tone and motion picture data defined by IEI21.

6. The method for automatically forwarding and replying short message as in claim 4, wherein in the IED22 data, the first byte to the n-th byte are used to store string, graph, ring tone and motion picture data defined by IEI22.

7. The method for automatically forwarding and replying short message as in claim 1, wherein the local user can press a modify key to modify the reply messages and the message chat room provides an editing window to facilitate modify operation.